

# WebMaster Tools' E-Commerce Role Playing Platform

## **Title of the Invention: E-COMMERCE ROLE PLAYING PLATFORM**

### **BACKGROUND of this invention**

The E-Commerce Role Playing Platform finds its roots in the decades old game of Dungeons & Dragons™. Based on this type of fantasy, multi-user game, WebMaster Tools, Inc. proposes to take this concept to the internet and add the ability to gain revenue from this genre of game play.

### **SUMMARY of this Invention**

The E-Commerce Role Playing Platform is a fairly simple computer game format that is in the context of multi-user game play via the internet. E-Commerce Role Playing Platform revolves around two very important central components: 1) a fantasy game and 2) a player's "game account." The fantasy game will provide a forum for interactive, competitive game play. The "game account" will accept deposits, enable a player to make purchases for character building, allow the player to accept winnings, & pay a player's opponent upon defeat.

### **DESCRIPTION of this Invention**

**Object:** The object of this type of game play is to begin with a fantasy computer game, along the lines of a Dungeons & Dragons™ format, using a set dollar amount to enter the initial game play. Ultimately, using additional monetary contributions to a player's "game account," the player's goal is to beat out his opponents and win the money that is held in their "game accounts."

**Operation:** The E-Commerce Role Playing Platform will be licensed to various companies who present fantasy game concepts to WebMaster Tools, Inc. for review. Once licensing is approved, the game will be designed or adjusted to fit the E-Commerce Role Playing platform, and the platform will be tailored for the specific game.

User game play actually starts with the creation of and an initial deposit of funds into a player's "game account." There is a beginner mode, that can scale into the various levels of game play, that requires no initial deposit to the "game account" and a user can simply access his/her "game account" for the gaining of funds from opponents.

The initial deposit (via e-check, credit card, or internet dollars) will allow a player to a) activate a "game account" that will ultimately accept his/her winnings from other players and pay opponents that he/she loses against, b) choose a character, c) give his/her character a basic weapon for defense and battle, and d) the ability to buy additional lives, weapons, and added features as he/she continues in their game experience. The "game account" will be the basis of a player's entrance into the interactive, multi-user game play.

The initial deposit will be made at four levels, raising in monetary value based on the skill level that a player wishes to enter the game play. For example, a \$20 "game account" deposit might be required for entrance as a novice player, a \$35 "game account" deposit for entrance as an experienced player, a \$50 "game account" deposit for entrance as an advanced player, & a \$100 "game account" deposit for entrance as an expert player. Gaining access to these levels is not limited to making these deposits, as a player can enter the game under novice status and, through successful game play, become an expert player.

Once an initial deposit has been made and a "game account" has been established, the player chooses a character that will serve as his tool to defeat his opponents throughout the levels of game play. The characters that are initially available to a user are very basic and their weaponry are extremely limited. In order for a player to progress his/her character's abilities, defense, energy, & special skills, he/she has three options:

1. A player can purchase additional lives, weapons, energy, & special skills via his/her "game account"
2. A player can beat out his opponents and take over any additional characteristics that his opponent had gained
3. A player can use the "gold" (money) from his defeated opponents' "game account" to purchase additional characteristics

A player cannot use his/her "game account" to defeat levels of game play. The "game account" is held for purchase of additional characteristics for a player's character or for paying a successful opponent. A player can utilize purchased characteristics to help defeat opponents, and, therefore, levels - thus progressing in his game; however, there is no way to directly purchase progression through levels in the game.

A player is never required to add money to his/her "game account", after the initial deposit, if a player so chooses, since all of the advantages that are available for purchase can also be garnered from accurate and successful game play.

Revenue: E-Commerce Role Playing Platform creates revenue for the company that runs and maintains the game by taking a percentage of the initial deposit, purchase of additional characteristics, & any profits made through successful game play.

For example, the licensing company will take a small percentage of Player A's initial "game account" deposit for operating costs and game maintenance (as well as profit). Likewise, if Player A chooses to purchase an upgrade from basic weaponry to medium level weaponry, the licensing company will take those fees from his/her "game account" automatically. And, lastly, if Player A defeats Player B and, consequently, the gold from Player B's "game account" is transferred into his/her "game account", the licensing company will take a small percentage of those winnings to contribute to its revenue.

Goal/winning the game: Ultimately, the level of winning that a player wishes to achieve can vary substantially based on how far and for how long a player is willing to engage in game play.

A player has a number of options for removing him/herself from the game in a successful manner.

1. A player can reach his/her desired level and choose not to continue game play, at which point, the player can opt to cash out his/her "game account", with a small percentage of the "game account" funds returning to the licensing company.
2. A player can defeat opponents and complete a level, moving from, for instance, a novice player to an experienced player or from an experienced player to an advanced player. At this point, the player can choose to continue the game play in his/her newly acquired game level or he/she can opt to cash out his/her "game account", with a small percentage returning to the licensing company.
3. A player can succeed in all levels of game play, defeating the highest ranked player at the expert level, at which point he/she can opt to become a "game master" and keep the funds in his/her "game account" intact. Or the player may defeat the highest ranked player at the expert level and choose to move onto the professional level that moves all of a player's "game account" funds into a "professional game account." This account is held in trust as a player maneuvers through the professional competition that will be completed in cycles of six months. Should a player be the ultimate winner of a six month cycle of professional level game play, he/she will receive all of the winnings from his/her opponents' "professional game accounts," and, also, the licensing company will be responsible to add a 25% contribution to those winnings as a bonus for being an ultimate professional player in a six month cycle. It is only possible for a player to win the six month professional cycle once every 2 cycles. Should a licensing company agree to continue with the process, they have the option to hold yearly competitions between the two winners of the six month cycles for a monetary sum/prize determined by the licensing company.

When a player is offline, he/she has two options for his/her character. A character will have the ability to "camp" free of charge with minimal safety, but the possibility of the character being attacked by an opponent is in existence. For a minimal fee, a character can be camped on a daily basis with maximum protection and there is no possibility for attack by opponents, while offline. There will also be an "emergency camp" button for quick shut down of game play.

Advantages: The E-Commerce Role Playing Platform will be applicable to any number of already designed fantasy games and any new fantasy games that will be developed specifically for the E-Commerce Role Playing Platform. It will appeal to all ages that wish to engage in continued, interactive, progressive fantasy game play. The concept that fuels the E-Commerce Role Playing platform is designed to compliment intelligent game playing, foster creative/imaginative virtual experience, & encourage interactive, non-aggressive competition between players from around the world.